

Steffen Benndorf

Players: 2-4

Age: 8+

Duration: app. 20 min.

OHANAMI

CONTENTS

1 Scorepad

120 Cards



GAME CONCEPT

Each player creates **up to 3 different gardens** by allocating the different motifs on the cards to different gardens. Each garden consists of a column of cards that can only be extended at the ends. Each motif has a value. The motifs in each garden must always be arranged **numerical order**. You can skip as many numbers as you like and spread the motifs over the columns of cards however you like.

The game has 3 rounds and the gardens are valued after every round. At the end of the game, the players' gardens bloom magnificently with Japanese cherry blossom, which is rewarded with even more points.

SETTING UP THE GAME

The cards are shuffled thoroughly. Each player is dealt **10 cards**.

The remaining cards will be used in the following rounds.

In order to record the points have a score sheet and a pen ready.

PLAYING THE GAME

Each player always selects exactly **2 cards** from their hand, and places them face down in front of them. They then pass their **other cards onto the player next to them**. In the 1st and 3rd round, the cards are passed on in a clockwise direction and in the 2nd round in a counterclockwise direction.

Once **all** players have selected 2 cards and passed on their other cards, the players can **add** the two cards on their columns of cards **or start new** columns of cards. The last player to pass on their cards adds their selected cards first. All other players then follow in a clockwise direction. Players can **decide** whether they want to use **both** cards, just **one** card or **neither** of the two cards. Cards that they cannot or don't want to use are placed face down on a discard pile.

Each player can start **3 columns of cards at the most**. Any card can be used for this. Every card that is added to a column must **extend** the column of cards correctly. This means it must be **higher than the highest card in the column so far or lower than the lowest card in the column so far**.

***Example:** This column of 68, 77, 102 can only be extended downwards with the 65 and upwards with the 110. The 81 cannot be added at all as it would have to be placed in order between the 77 and 102 – but that is not allowed, as you can only extend columns from the two ends.*



It is recommended that the cards are laid in vertical columns to make them easier to see. A higher card is always pushed under the highest card in the column so far, a lower card is laid on the lowest card so far, so the cards' numbers are still clearly visible. Now each player selects **2 new cards** from the cards they received from the player next to them, which they can then add to the columns again. The game continues until each player has put down 10 cards (5 times 2 cards) and their hand is therefore **empty**. This signals the end of a round.

Example: Pascal selected the 49 and 62 from his hand in the first round and laid them in a column together. He chooses the 56 and 65 in the next round. He cannot lay the 56 on the first column as the 56 is between 49 and 62. He starts his second column of cards with the 56. He lays the 65 on his first column of cards.



After round 1 and 2, the motifs are scored as follows.

- After **round 1** only the **cards with blue motifs** are scored. The player scores **3 points** for each of these cards.
- After **round 2** only the **cards with blue and green motifs** are scored. There are **3 points** for every blue card again and a player scores **4 points** for every green card.

Another 10 cards are dealt to each player from the pile of cards after the scoring, and the next round of the game begins. **The cards in the gardens of the player remain on the tables after a round! Players will add cards to these same gardens in future rounds!**

END OF THE GAME AND SCORING

After **round three** the **scores are worked out for all the motifs**. There are **3 points** again for blue, **4 points** for green and **7 points** for grey. The points for the **pink cards** are based on the **number** of pink cards the player has laid.

	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15+
★	1	3	6	10	15	21	28	36	45	55	66	78	91	105	120

Example: There are 15 points for 5 pink cards, 78 points for 12 pink cards.

A player **cannot score more than 120 points** (15 pink cards) for the **pink cards!**

All the points for each player are then added up. **The player with the most points is the winner.** In the case of a tie, the player who laid the most pink cards wins.

Scoring example:

At the end of the first round Pascal has laid 4 blue cards in total. He scores $4 \times 3 = 12$ points for these. All the other cards don't score any points yet. At the end of the second round Pascal has laid 6 blue and 7 green cards. He scores $6 \times 3 = 18$ for the blue cards and $7 \times 4 = 28$ points for the green cards. All the other cards don't score any points yet. At the end of the third round Pascal has laid 6 blue, 8 green, 4 grey and 6 pink cards. He scores $6 \times 3 = 18$ points for the blue cards, $8 \times 4 = 32$ points for the green cards, $4 \times 7 = 28$ points for the grey cards and according to the table he scores 21 points for the 6 pink cards. The total number of points from all 3 rounds is 157 points.

		P.
	x3	12
	x3	18
	x4	28
	x3	18
	x4	32
	x7	28
	★	21
Σ		157